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UTILITY PATENT APPLICATION TRANSMITTAL

(Only for new nonprovisional applications under 37 CFR 1.53(b))

Attorney Docket No. 004688.P015 Total Pages 2First Named Inventor or Application Identifier Dan KikinisExpress Mail Label No. EL 617 211 098 US

ADDRESS TO: Assistant Commissioner for Patents
Box Patent Application
Washington, D. C. 20231

APPLICATION ELEMENTS

See MPEP chapter 600 concerning utility patent application contents.

1. X Fee Transmittal Form
(Submit an original, and a duplicate for fee processing)
2. X Specification (Total Pages 27)
(preferred arrangement set forth below)
 - Descriptive Title of the Invention
 - Cross References to Related Applications
 - Statement Regarding Fed sponsored R & D
 - Reference to Microfiche Appendix
 - Background of the Invention
 - Brief Summary of the Invention
 - Brief Description of the Drawings (if filed)
 - Detailed Description
 - Claims
 - Abstract of the Disclosure
3. X Drawings(s) (35 USC 113) (Total Sheets 6)
4. Oath or Declaration (Total Pages)
 - a. Newly Executed (Original or Copy)
 - b. Copy from a Prior Application (37 CFR 1.63(d))
(for Continuation/Divisional with Box 17 completed) (**Note Box 5 below**)
 - i. DELETIONS OF INVENTOR(S) Signed statement attached deleting inventor(s) named in the prior application, see 37 CFR 1.63(d)(2) and 1.33(b).
5. Incorporation By Reference (useable if Box 4b is checked)
The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under Box 4b, is considered as being part of the disclosure of the accompanying application and is hereby incorporated by reference therein.
6. Microfiche Computer Program (Appendix)

006160 2963360

7.	Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary)	
a.	Computer Readable Copy	
b.	Paper Copy (identical to computer copy)	
c.	Statement verifying identity of above copies	
ACCOMPANYING APPLICATION PARTS		
8.	Assignment Papers (cover sheet & documents(s))	
9.	a. 37 CFR 3.73(b) Statement (where there is an assignee)	
	b. Power of Attorney	
10.	English Translation Document (if applicable)	
11.	a. Information Disclosure Statement (IDS)/PTO-1449	
	b. Copies of IDS Citations	
12.	Preliminary Amendment	
13.	<input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503) (Should be specifically itemized)	
14.	a. Small Entity Statement(s)	
	b. Statement filed in prior application, Status still proper and desired	
15.	Copy of Priority Document(s) (if foreign priority is claimed)	
16.	<input checked="" type="checkbox"/> Other: <u>Certificate Of Express Mail with copy of postcard showing contents of</u> <u>Express Mail Package.</u>	
17. If a CONTINUING APPLICATION , check appropriate box and supply the requisite information: <input type="checkbox"/> Continuation <input type="checkbox"/> Divisional <input type="checkbox"/> Continuation-in-part (CIP) of prior application No: _____		
18. Correspondence Address		
<input type="checkbox"/> Customer Number or Bar Code Label _____ (Insert Customer No. or Attach Bar Code Label here)		
or		
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Jc813 U.S. PTO
09/665367**FEE TRANSMITTAL FOR FY 2000****TOTAL AMOUNT OF PAYMENT (\$)** 1,272.00**Complete if Known:**

Application No. Not Yet Assigned
Filing Date Herewith
First Named Inventor Dan Kikinis
Group Art Unit Not Yet Assigned
Examiner Name Not Yet Assigned
Attorney Docket No. 004688.P015

METHOD OF PAYMENT (check one)

1. ☒ The Commissioner is hereby authorized to charge indicated fees and credit any over payments to:

Deposit Account Number 02-2666
Deposit Account Name _____

- ☐ Charge Any Additional Fee Required Under 37 CFR 1.16 and 1.17

2. ☒ Payment Enclosed:

☒ Check
☐ Money Order
☐ Other

FEE CALCULATION**1. BASIC FILING FEE**

Large Entity		Small Entity		Fee Description	Fee Paid
Fee Code	Fee (\$)	Fee Code	Fee (\$)		
101	690	201	345	Utility application filing fee	<u>690.00</u>
106	310	206	155	Design application filing fee	_____
107	480	207	240	Plant filing fee	_____
108	690	208	345	Reissue filing fee	_____
114	150	214	75	Provisional application filing fee	_____
SUBTOTAL (1) \$					<u>690.00</u>

2. EXTRA CLAIM FEES

			Extra Claims	Fee from below	Fee Paid
Total Claims	<u>48</u>	- 20** =	<u>28</u>	X <u>18</u>	= <u>504.00</u>
Independent Claims	<u>4</u>	- 3** =	<u>1</u>	X <u>78</u>	= <u>78.00</u>
Multiple Dependent					= _____

**Or number previously paid, if greater; For Reissues, see below.

Large Entity		Small Entity		Fee Description
Fee Code	Fee (\$)	Fee Code	Fee (\$)	
103	18	203	9	Claims in excess of 20
102	78	202	39	Independent claims in excess of 3
104	260	204	130	Multiple dependent claim, if not paid
109	78	209	39	**Reissue independent claims over original patent
110	18	210	9	**Reissue claims in excess of 20 and over original patent

SUBTOTAL (2) \$ 582.00

01/10/2000

- 1 -

PTO/SB/17 (6/99)

Patent fees are subject to annual revisions. Small Entity payments must be supported by a small entity statement, otherwise large entity fees must be paid.

See Forms PTO/SB/09-12

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FEE CALCULATION (continued)**3. ADDITIONAL FEES**

<u>Large Entity</u>		<u>Small Entity</u>		<u>Fee Description</u>	<u>Fee Paid</u>
<u>Fee</u>	<u>Fee</u>	<u>Fee</u>	<u>Fee</u>		
<u>Code</u>	<u>(\$)</u>	<u>Code</u>	<u>(\$)</u>		
105	130	205	65	Surcharge - late filing fee or oath	
127	50	227	25	Surcharge - late provisional filing fee or cover sheet	
139	130	139	130	Non-English specification	
147	2,520	147	2,520	For filing a request for reexamination	
112	920*	112	920*	Requesting publication of SIR prior to Examiner action	
113	1,840*	113	1,840*	Requesting publication of SIR after Examiner action	
115	110	215	55	Extension for response within first month	
116	380	216	190	Extension for response within second month	
117	870	217	435	Extension for response within third month	
118	1,360	218	680	Extension for response within fourth month	
128	1,850	228	925	Extension for response within fifth month	
119	300	219	150	Notice of Appeal	
120	300	220	150	Filing a brief in support of an appeal	
121	260	221	130	Request for oral hearing	
138	1,510	138	1,510	Petition to institute a public use proceeding	
140	110	240	55	Petition to revive unavoidably abandoned application	
141	1,210	241	605	Petition to revive unintentionally abandoned application	
142	1,210	242	605	Utility issue fee (or reissue)	
143	430	243	215	Design issue fee	
144	580	244	290	Plant issue fee	
122	130	122	130	Petitions to the Commissioner	
123	50	123	50	Petitions related to provisional applications	
126	240	126	240	Submission of Information Disclosure Stmt	
581	40	581	40	Recording each patent assignment per property (times number of properties)	
146	690	246	345	For filing a submission after final rejection (see 37 CFR 1.129(a))	
149	690	249	345	For each additional invention to be examined (see 37 CFR 1.129(a))	
Other fee (specify) _____					
Other fee (specify) _____					

SUBTOTAL (3) \$ 0

*Reduced by Basic Filing Fee Paid

SUBMITTED BY:

Typed or Printed Name: John P. Ward

Signature [Signature] Date 9/19/00

Reg. Number 40,216 Deposit Account User ID 02-2666
(complete if applicable)

UNITED STATES PATENT APPLICATION

FOR

THREE DIMENSIONAL LIGHT ELECTRONIC PROGRAMMING GUIDE

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Attorney's Docket No.: 004688.P015

EXPRESS MAIL CERTIFICATE OF MAILING

Express Mail mailing label number: EL 617 211 098 US

Date of Deposit: September 19, 2000

I hereby certify that I am causing this paper or fee to be deposited with the United States Postal Service Express Mail Post Office to Addressee service on the date indicated above and that this paper or fee has been addressed to the Assistant Commissioner for Patents, Washington, D. C. 20231

Lisa Kaiser

(Typed or printed name of person mailing paper or fee)

Lisa Kaiser
(Signature of person mailing paper or fee)

September 19, 2000
(Date signed)

THREE DIMENSIONAL LIGHT ELECTRONIC PROGRAMMING GUIDE

5

This application claims priority under 35 U.S.C. §119(e) from provisional patent application, entitled "Three Dimensional EPG", Serial No. 60/203,128 filed on May 8, 2000.

FIELD OF THE INVENTION

10

The invention relates to the field of creating electronic programming guides (EPGs) for television viewing. More specifically, the invention relates to providing a three dimensional EPG.

5 BACKGROUND OF THE INVENTION

Electronic Programming Guides (EPGs) allow a viewer to receive information about programs being shown on their cable television system. Currently available EPGs typically display program information, such as which programs are on what channels, and when those programs will be shown. Typically, because there is more information than can be displayed on the television at once, these EPGs scroll past the screen at a specified rate, making navigation frustrating. These EPGs are usually displayed on one channel of a cable television system and do not allow for interactivity.

Newer digital EPGs allow a user to interact using their remote control or other means. These EPGs allow users to scan the program selections and seek out programs which they want to view, and do allow some interaction by the user. However, they are still quite simple, and generally not very attractive.

Digital EPGs also typically require a set top box (STB) to be attached to a user's television. The STB contains hardware and software necessary to process the EPG and the user's input, and also to descramble certain cable channels.

Most EPGs have been simple two-dimensional (2D) text-oriented Electronic Programming Guides. They typically display only one text size and very limited graphics. In general the use of graphics is mostly limited to character-based graphics, capable of drawing boxes, outlines, fields, etc. What is

5 needed is a more interactive and dynamic EPG that can be used on the current generation of STBs.

SUMMARY OF THE INVENTION

10 The present invention provides a method and an apparatus for displaying an Electronic Programming Guide (EPG) having a reduced graphics hardware requirement and capable of three-dimensional graphics. In one embodiment the method includes displaying a virtual mesh comprising independent objects situated in a set of parallel planes. The mesh can be displayed in a full three dimensional perspective view. In an alternative embodiment, hardware requirements may be further reduced if a three dimensional isometric view is
15 utilized. The user can then navigate the mesh, and programs can be positioned in the mesh based on predetermined criteria.

BRIEF DESCRIPTION OF THE DRAWINGS

5

The present invention is illustrated by way of example and not limitation in the figures of the accompanying drawings, in which:

10 **Figure 1a** illustrates a three dimensional object as generated by a three dimensional graphics pipeline;

Figure 1b illustrates a pixel array;

Figure 1c illustrates a pixel array bound to a parallelogram;

Figure 1d illustrates a pixel array bound to a trapezoid;

Figure 1e illustrates a three dimensional object with a perspective view;

15 **Figure 1f** illustrates a three dimensional object with an isometric view;

Figure 2 illustrates an isometric three-dimensional Electronic Programming Guide (EPG) according to one embodiment;

Figure 3 illustrates a category list according to one embodiment;

20 **Figure 4** illustrates the position of an EPG relative to a television screen according to one embodiment; and

Figure 5 illustrates a system having a readable medium with instructions stored thereon according to one embodiment.

DETAILED DESCRIPTION

5

One embodiment provides a method and apparatus for displaying an Electronic Programming Guide (EPG) with a reduced hardware requirement. In the following description, for purposes of explanation, specific details are set forth to provide a thorough understanding of the present invention. However, it will be apparent to one skilled in the art that these specific details are not required in order to practice the present invention.

10

15

Commonly assigned U.S. Patent Application Serial No. 09/488,361, filed 01/16/2000, introduced a three-dimensional (3D) EPG which allows for a much more configurable and user friendly interface than previous two dimensional (2D) EPGs.

The invention describe herein is sometimes referred to as 3D EPG "Light." The arrangement and method of displaying the EPG will reduce the hardware requirements of the STB, to further allow current STBs to display the described EPG.

20

Three Dimensional Graphics Pipeline

In order to display a 3D EPG, a STB typically requires a 3D graphics pipeline. Either a hardware-accelerated 3D graphics pipeline or a software-only 3D graphics pipeline may be used. A hardware-accelerated 3D graphics pipeline has the advantage of faster processing because it has dedicated hardware that

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5 handles calculations that would otherwise be performed by the central
processing unit (CPU). A software-only pipeline is typically slower than a
hardware-accelerated pipeline because the CPU must handle graphics
processing. However, a software pipeline does not require dedicated 3D
graphics hardware, and thus is less expensive and can easily be adapted to
10 currently available STBs that do not already have 3D hardware acceleration.

The following is meant to be a short description of a 3D graphics pipeline.
The commonly assigned U.S. Patent Application Serial No. 09/488,361, describes
3D accelerator technology in more detail, and is incorporated herein by
reference.

15 Figure 1a illustrates the construction of a 3D object using a 3D pipeline. A
3D graphics pipeline, either hardware or software, operates as a subsystem of a
larger computer system that may be part of, for example, a STB. A 3D graphics
pipeline creates a 3D object by first receiving data describing the object from the
larger system. The data includes coordinates describing a geometric surface, and
20 pixel arrays. A geometric surface 2 is created from polygons 4. For example, in
Figure 1a, a baseball bat is constructed from triangles.

A pixel array is in essence a graphic image displayed on a computer
system. After the geometric surface is created, the pixel array is bound to the
surface. By binding the array to the geometric surface, the 3D pipeline effectively
25 covers the surface with the array. For example, the array corresponding to the
object in Figure 1a would contain a bitmapped image resembling wood. The

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5 array would then be bound to the geometric surface, and it would resemble a baseball bat.

Once the image is bound, the 3D pipeline displays the image from a reference point 6. Reference point 6 is the point from where a viewer sees the object. Reference point 6 can be moved to give different views of the object.

10 Figure 1b is an example of a pixel array. A pixel is essentially a point of light on a display. A display is made up of a grid of pixels, each representing a specific color. The pixels are arranged to create an image on the display. Pixel arrays are image files that are typically rectangular in shape and defined by the number of pixels long by the number of pixels wide. Pixel array 10 is a grid of 9
15 x 9 pixels. In pixel array 10, there are two colors, black pixels 12 and white pixels 14. Pixel array 10 resembles a house.

As an example, consider that there is a simple geometric surface consisting of a single polygon, a square. A graphics pipeline could bind pixel array 10 to the square. If the square were the same size as the pixel array, the
20 pixel array could be bound to the square by simply placing the pixels within the square. This operation requires minimal processing. Were the square larger or smaller than the pixel array, the pipeline would have to add or remove pixels, or “resize” the pixel array, to approximate the size of the square. Resizing a pixel array still requires only a small amount of processing.

25 Now, consider binding the pixel array to a rhomboid, such as rhomboid 18 in Figure 1c. If the lines of the rhomboid had the same dimensions as the pixel

5 array, you could *bit shift* the pixel array. Rhomboidal pixel array 20 is an
example of a bit shift of pixel array 10. In rhomboidal pixel array 20, the leftmost
column of pixels remains in its place, and the column to the right is shifted up
one or more pixels. Each successive column to the right is shifted a certain
number of pixels until the rightmost column has been moved. As bitshifting
10 only requires rearrangement of pixels, it too is a relatively minor burden on a
graphics subsystem.

If you wanted to bind the pixel array to a trapezoid, such as trapezoid 28
in Figure 1d, you might need to compress some areas of the array, while you
might need to expand others. A pixel array is compressed when certain pixels
15 are removed to make the image smaller, and is expanded when pixels are added
to make the image larger. As a result, different areas of the image may be
compressed or expanded at different rates. Trapezoidal pixel array 30 is an
example of binding pixel array 10 to a trapezoid. This type of operation requires
a greater amount of processing than either resizing or bitshifting, and can
20 become burdensome on a system that does not have a hardware accelerated
graphics pipeline.

Figure 1e is an example of a three dimensional object with a perspective
view. When displayed with a perspective view, the lines of a 3D object such as
perspective cube 40 will appear to converge upon a vanishing point 42. A
25 perspective view requires processing in addition to the processing necessary to
create a 3D object. This is because many of the surfaces of an object with a

5 perspective view, such as top 44, will be trapezoidal. As explained above, when binding a rectangular pixel array to a trapezoidal surface, extensive processing will be required. Additionally, many of the surfaces in a perspective view will also need to be bitshifted, which further increases the necessary amount of processing.

10 Figure 1f is an example of a three dimensional object with an isometric view. With an isometric view, a 3D object such as isometric cube 46 appears uniform, and does not seem to disappear at a vanishing point. In other words, parallel lines will always look parallel with an isometric view, while in a perspective view they will appear to converge.

15 Some rectangular surfaces in an isometric view become rhomboids, such as top 48. As explained above in Figure 1d, binding a pixel array to a rhomboid requires only that a 3D graphics pipeline bitshifts the pixels, a relatively undemanding process. Thus, an EPG that has an isometric view will provide more acceptable performance with a software pipeline. As a result, a software
20 pipeline may be desirable because it can be easily adapted to current set top boxes.

Simplified Three Dimensional Electronic Programming Guide

Figure 2 illustrates an exemplary EPG according to one embodiment. As shown the EPG includes virtual mesh 100 for displaying television programming
25 information. A user may navigate through virtual mesh 100 to find desired

5 television programs.

Virtual mesh 100 is a polyhedron. A polyhedron is a three dimensional object, such as a cube or a pyramid, that is essentially a solid bounded by polygons. Virtual mesh 100 is also a geometric object (see e.g., Figure 1a, element 2) constructed from independent objects 101, and three planes 102-104.

10 There are relatively few elements to process in virtual mesh 100 when compared to a typical geometric object.

A geometric object, such as geometric surface 2, generally comprises many polygons 4 in order to create a smooth, realistic looking surface. In addition, with a typical scene displayed by a hardware accelerated 3D graphics pipeline
15 contains many geometric objects which all require a significant amount of processing. Even a few geometric objects may comprise several hundred polygons which all require binding bitmap images to their surfaces.

In contrast to most geometric objects, the EPG described below comprises only dozens of surfaces that are mostly stationary. Compared to the typical
20 application which requires a 3D graphics pipeline, the number of elements of the here enumerated EPG is quite small. The simplicity of this EPG is one factor that reduces the amount of processing required by the EPG, and allows it to be implemented on current set top boxes (STBs).

Virtual mesh 100 can be displayed either with an isometric view or in a
25 full 3D perspective view. As explained above, if virtual mesh 100 is displayed in a perspective view, a hardware-accelerated 3-D pipeline may be required.

5 plane 102 creates the face of mesh 100, the second plane 103 bisects mesh 100, and the third plane 104 creates the backing of mesh 100. The three planes house objects 101 so as to give the appearance of a table of television listings.

Each plane may have its own color and form. For example, plane 102 can be assigned the color red, and thus its mesh lines are red. Plane 103 can be
10 assigned the color blue, and thus its mesh lines are blue, and plane 104 can be assigned the color green, which means its mesh lines are green.

In one embodiment, objects 101 are not a part of virtual mesh 100; they are merely situated within the mesh 100. Each of the program elements 101 is a fully independent object that may be manipulated by the EPG independent of virtual
15 mesh 100. Objects 101 further comprise one or more interactive surfaces. Interactive surfaces may be acted upon by the user to create a desired result, such as selecting a new channel.

Objects 101 may be arranged in planes 102, 103, 104 according to user selected categories. In one embodiment, the three planes shown represent levels
20 of preference, and specifically represent the categories "preferred," "neutral," and "don't prefer." However, any alternative number of categories greater than one could be used. In Figure 2, the first plane 102 represents the "preferred" category, the second plane 103 represents the "neutral" category and the third plane 104 represents the "don't prefer" category.

25 Although one embodiment shows planes 102, 103 and 104 that are parallel with a rectangular shape, and objects 101 that are rectangular, in other

5 A user may navigate the mesh using a remote control device attached to a set-top box (not shown). A user navigates mesh 100 by moving a cursor or highlight bar throughout the mesh. For example, in Figure 2, row 108b is highlighted by highlight bar 112, which indicates to the user that they have currently selected that channel. In Figure 2, the selected channel is ABC 111.

10 Because row 108b is highlighted, a semi-transparent colored band extends from the front row to the back to indicate the location of the elements.

 The cursor 114 is currently highlighting element 116, which is an object that represents the user's currently selected program, the news. In one embodiment, because the news 116 is currently selected, the full title of the
15 program "ABC Evening News" is displayed on sign 120. Sign 120 is placed on top of the mesh and displays details of the selected program. The user may move cursor 114 throughout the mesh 100 to select and preview different television programs. In addition to showing the selected element on table 120, a further enhancement in one embodiment could pull that show to the front and
20 display it hovering in front of the mesh 100.

 In the example illustration of Figure 2, the news 114 is in the first plane 102 because the user has designated newscasts as a preferred television program. Based on selected interest categories, the programs matching certain criteria are displayed in the first plane 102, indicating shows of the highest interest, the
25 second plane 103 indicating shows of neutral interest, or displayed in the third plane 104, indicating shows of the lowest interest. Although planes 102, 103, and

5 104 are described above as representing level of interest, it is clear than a variety of criterias may be used to determine which programs are listed in which planes.

Furthermore, in the example shown in Figure 2, Johnny Sitcom 122 is set back into the second plane 103, "neutral," because the user has given sitcoms a "neutral" preference setting. Womantalk 124 is set back into the third plane 104,
10 or "not preferred."

The user views virtual mesh 100 from the front. Program listings in the front plane 102 appear to be at the front of the screen. Program listings in the middle plane 103 appear to be set back from the front of the screen, and program listings in the back plane 104 appear to be set further back than program listings
15 in plane 103. In one embodiment, the programs that the user wishes to view are displayed more prominently, so that the user's attention will be immediately drawn to them. This increases the ease of use of the EPG and creates an attractive visual effect.

Although this example of one embodiment shows three planes, the EPG
20 may contain any number of planes, such as only two, representing interested and not interested, or four or five planes, for varying levels of interest. In yet another embodiment, multiple users on the same set-top box may have different preferential profiles and may accordingly assign different categories to different preference levels.

25 The reduced number of elements that comprise the above described EPG helps to reduce the hardware requirements. Compared to most geometric

5 objects processed by 3D pipelines, virtual mesh 100 and independent objects 101 are quite simple, and therefore will not require a great deal of processing to display. Additionally, the number of objects that comprise the EPG is also comparatively few, and thus there is less processing required.

10 Figure 3 illustrates an example of a category list where all categories of the various available programs are shown. List 200 has two columns. Column 201 lists categories and column 202 shows the interest level assignment of each category. Either a user-selectable or preassigned value is assigned to each category. These values are then used by the system to tie the shows falling into each category to the correct planes 102 through 104.

15 In Figure 3, for example, sports programs are given an interest level 1, and would therefore be in the first plane 102. Likewise, sitcoms are assigned interest level 2, and would be set in the second plane 103. And, late night shows are given interest level 3, and would be set in the third plane, 104.

20 Multiple customized tables can be programmed for different users, so when a user identifies himself, the EPG rearranges shows within the mesh accordingly. By pushing back certain shows and also making their entries visibly smaller than those in the foreground, shows of lesser interest are de-emphasized.

25 Figure 4 shows virtual mesh 100 as seen on a television screen. In one embodiment, the angle between the top line and the perpendicular, as viewed on a 2-D screen, is between 90 and 97 degrees. The embodiment shown in Figure 4 is exemplary. Other arrangements may be chosen without affecting the

5 functionality of the EPG.

The method of displaying an EPG in three dimensions, as described above, can be stored in the memory of a computer system (e.g., set top box, video recorders, etc.) as a set of instructions to be executed, as shown by way of example in Figure 5. In addition, the instructions to display an EPG in three
10 dimensions as described above could alternatively be stored on other forms of machine-readable medium, including magnetic and optical disks. For example, the method of the present invention could be stored on machine-readable mediums, such as magnetic disks or optical disks, which are accessible via a disk drive (or computer-readable medium drive). Further, the instructions can be
15 downloaded into a computing device over a data network in a form of compiled and linked version.

Alternatively, the logic to perform the methods as discussed above, could be implemented in additional computer and/or machine readable mediums, such as discrete hardware components as large-scale integrated circuits (LSI's),
20 application-specific integrated circuits (ASIC's), firmware such as electrically erasable programmable read-only memory (EEPROM's); and electrical, optical, acoustical and other forms of propagated signals (e.g., carrier waves, infrared signals, digital signals, etc.); etc.

The embodiments above have been described in sufficient detail with a
25 certain degree of particularity. It is understood to those skilled in the art that the present disclosure of embodiments has been made by way of examples only and

5 that numerous changes in the arrangement and combination of parts may be resorted without departing from the spirit and scope of the embodiments as claimed. Accordingly, the scope is defined by the appended claims rather than the forgoing descriptions of embodiments.

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CLAIMS

What is claimed is:

- 1 1. A method for displaying an Electronic Programming Guide (EPG)
2 comprising:
3 displaying a three dimensional polyhedron;
4 forming a plurality of planes positioned in said polyhedron, said planes
5 comprising at least one object, said object comprising at least one interactive
6 surface.
- 1 2. The method of claim 1, wherein said polyhedron is displayed with an
2 isometric view.
- 1 3. The method of claim 1, wherein said EPG is displayed exclusive of three
2 dimensional graphics circuitry.
- 1 4. The method of claim 1, wherein the selection of said object will select a
2 program provided on a certain channel at a certain time.
- 1 5. The method of claim 1, wherein said object is independent of said
2 polyhedron.

1 6. The method of claim 1, wherein said object represents a certain television
2 program on a certain channel at a certain time.

1 7. The method of claim 1, wherein said polyhedron is a cube.

1 8. The method of claim 1, wherein said planes are parallel.

1 9. The method of claim 1, wherein said planes correspond to levels of
2 preference.

1 10. The method of claim 1, wherein said object is a pictogram.

1 11. The method of claim 7, wherein said cube further comprises three axes.

1 12. The method of claim 11, wherein said axes correspond to time, channel,
2 and user preference.

1 13. An Electronic Program Guide (EPG) comprising:
2 a three dimensional polyhedron comprising a plurality of planes,
3 said planes comprising at least one object, and
4 said object representing at least one interactive surface.

1 14. The EPG of claim 13, wherein said polyhedron is displayed with an
2 isometric view.

1 15. The EPG of claim 13, wherein said EPG is displayed exclusive of three
2 dimensional graphics circuitry.

1 16. The EPG of claim 13, wherein the selection of said object will select a
2 program provided on a certain channel at a certain time.

1 17. The EPG of claim 13, wherein said object is independent of said
2 polyhedron.

1 18. The EPG of claim 13, wherein said object represents a certain television
2 program on a certain channel at a certain time.

1 19. The EPG of claim 13, wherein said polyhedron is a cube.

1 20. The EPG of claim 13, wherein said planes are parallel.

1 21. The EPG of claim 13, wherein said planes correspond to levels of
2 preference.

1 29. The system of claim 25, wherein said object is independent of said
2 polyhedron.

1 30. The system of claim 25, wherein said object represents a certain television
2 program on a certain channel at a certain time.

1 31. The system of claim 25, wherein said polyhedron is a cube.

1 32. The system of claim 25, wherein said planes are parallel.

1 33. The system of claim 25, wherein said planes correspond to levels of
2 preference.

1 34. The system of claim 25, wherein said object is a pictogram.

1 35. The system of claim 31, wherein said cube further comprises three axes.

1 36. The system of claim 35, wherein said axes correspond to time, channel,
2 and user preference.

1 37. A machine readable medium having stored thereon sequences of
2 instructions which are executable by a processor, and which, when executed by
3 the processor, cause the system to perform a method for displaying an Electronic
4 Programming Guide (EPG) comprising:
5 displaying a three dimensional polyhedron; and
6 forming a plurality of planes positioned in said polyhedron, said planes
7 comprising at least one object, said object representing an interactive surface.

1 38. The machine readable medium of claim 37, wherein said polyhedron is
2 displayed with an isometric view.

1 39. The machine readable medium of claim 37, wherein said EPG is displayed
2 exclusive of three dimensional graphics circuitry.

1 40. The machine readable medium of claim 37, wherein the selection of said
2 object will select a program provided on a certain channel at a certain time.

1 41. The machine readable medium of claim 37, wherein said object is
2 independent of said polyhedron.

1 42. The machine readable medium of claim 37, wherein said object represents
2 a certain television program on a certain channel at a certain time.

1 43. The machine readable medium of claim 37, wherein said polyhedron is a
2 cube.

1 44. The machine readable medium of claim 37, wherein said planes are
2 parallel.

1 45. The machine readable medium of claim 37, wherein said planes
2 correspond to levels of preference.

1 46. The machine readable medium of claim 37, wherein said object is a
2 pictogram.

1 47. The machine readable medium of claim 43, wherein said cube further
2 comprises three axes.

1 48. The machine readable medium of claim 47, wherein said axes correspond
2 to time, channel, and user preference.

ABSTRACT OF THE DISCLOSURE

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A method and apparatus of displaying an Electronic Programming Guide (EPG). In one embodiment, an EPG is displayed in a three dimensional virtual mesh, in which independent objects representing television programs are situated. The simplified nature of the three dimensional EPG reduces the

10 amount of processing necessary to display it. In addition, the virtual mesh may be displayed isometrically, so that hardware requirements are further reduced and it may be possible to use a software only three dimensional graphics pipeline. If a user has a set top box (STB) with a hardware accelerated graphics pipeline, the EPG may be displayed in a full three dimensional perspective view.

15 A user can navigate the mesh to find television programs that they wish to view. A user can assign values to types of television programs that they prefer, and these programs will be displayed more prominently.

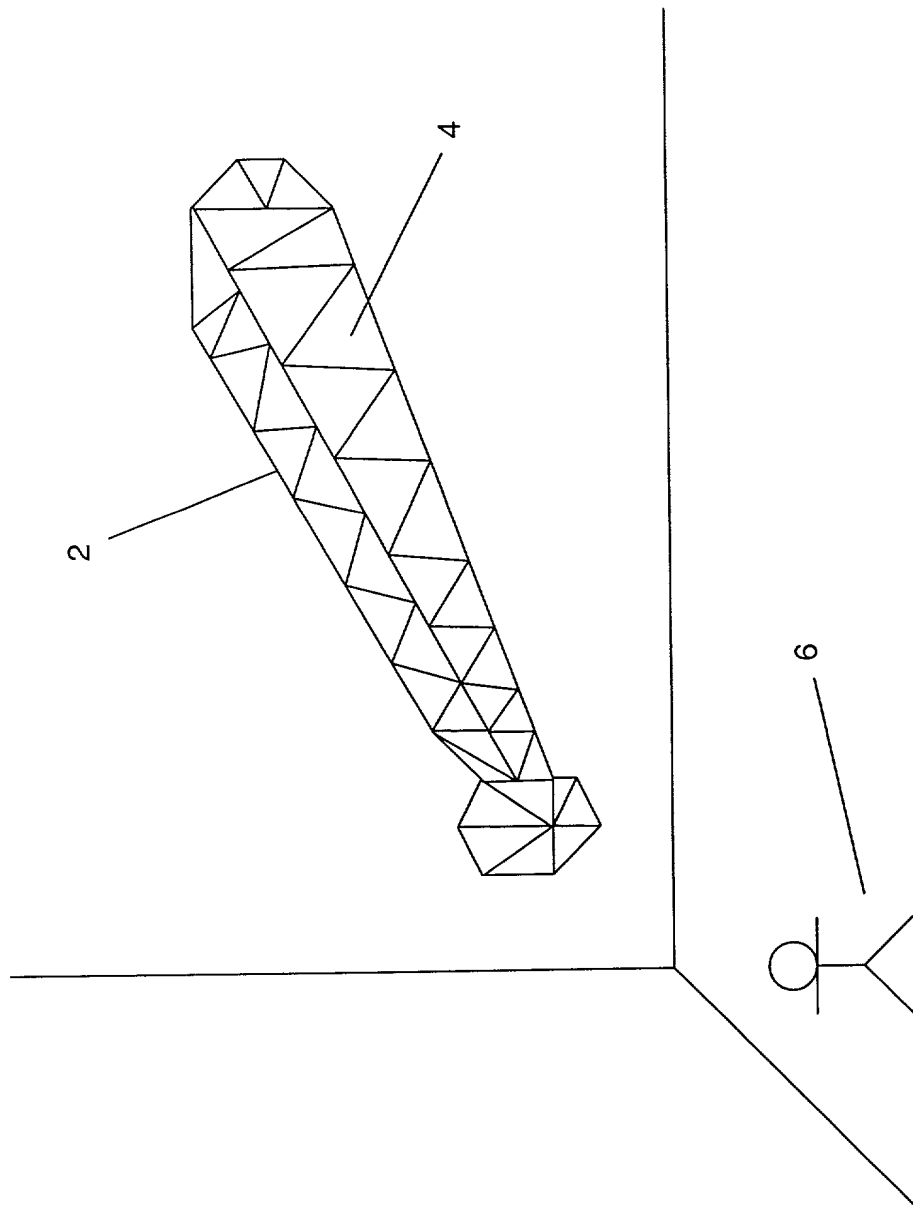
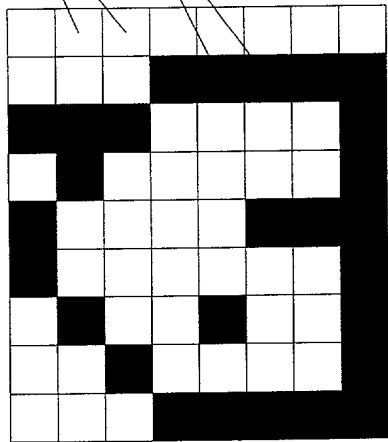


Fig. 1a

10

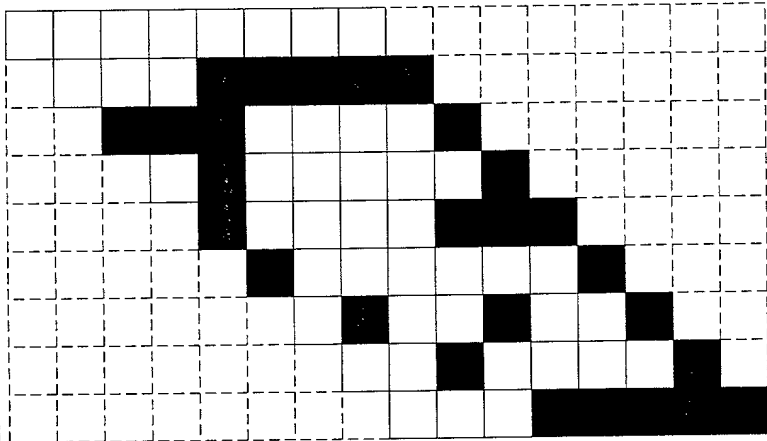


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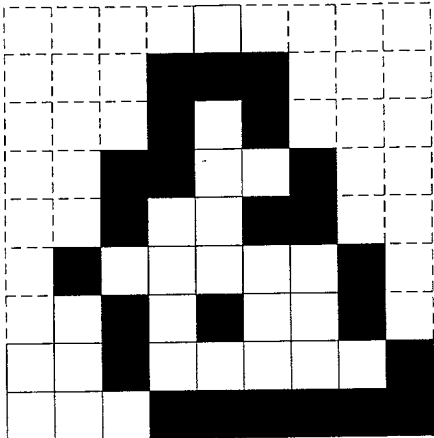
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Fig 1b

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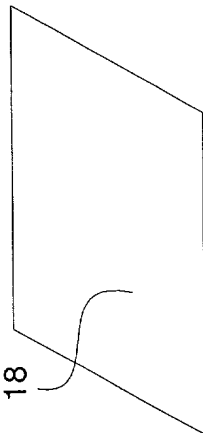


Fig 1c

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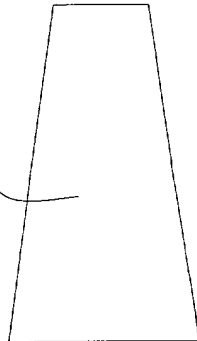


Fig 1d

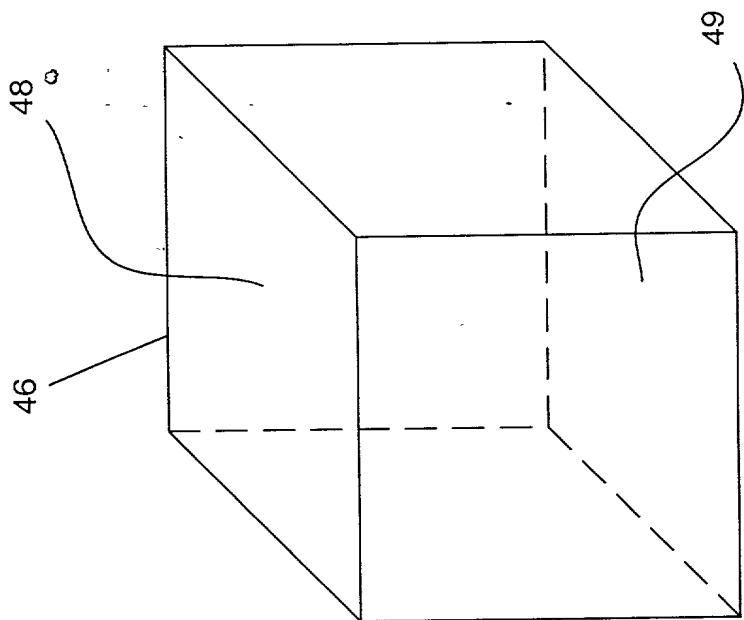


Figure 1f
Isometric View

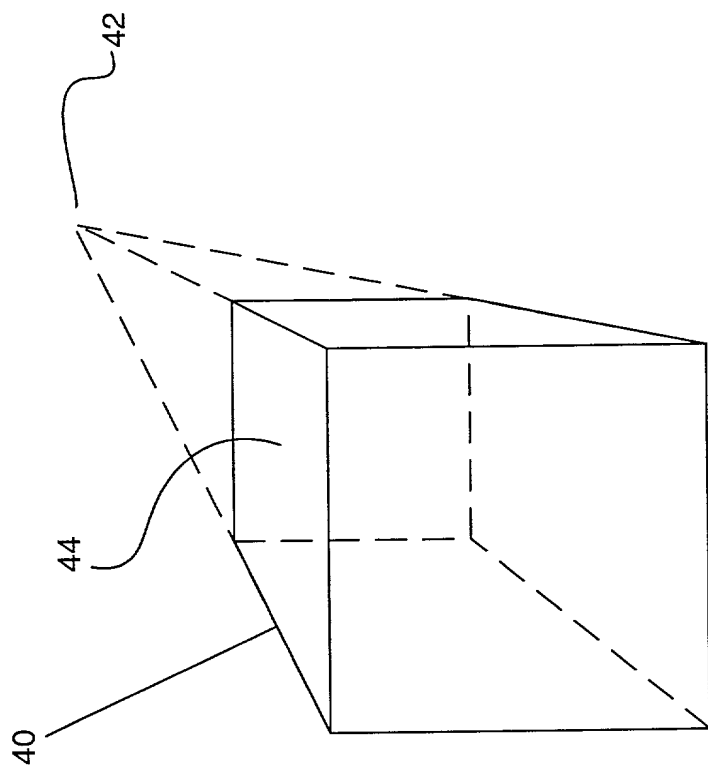


Figure 1e
Perspective View

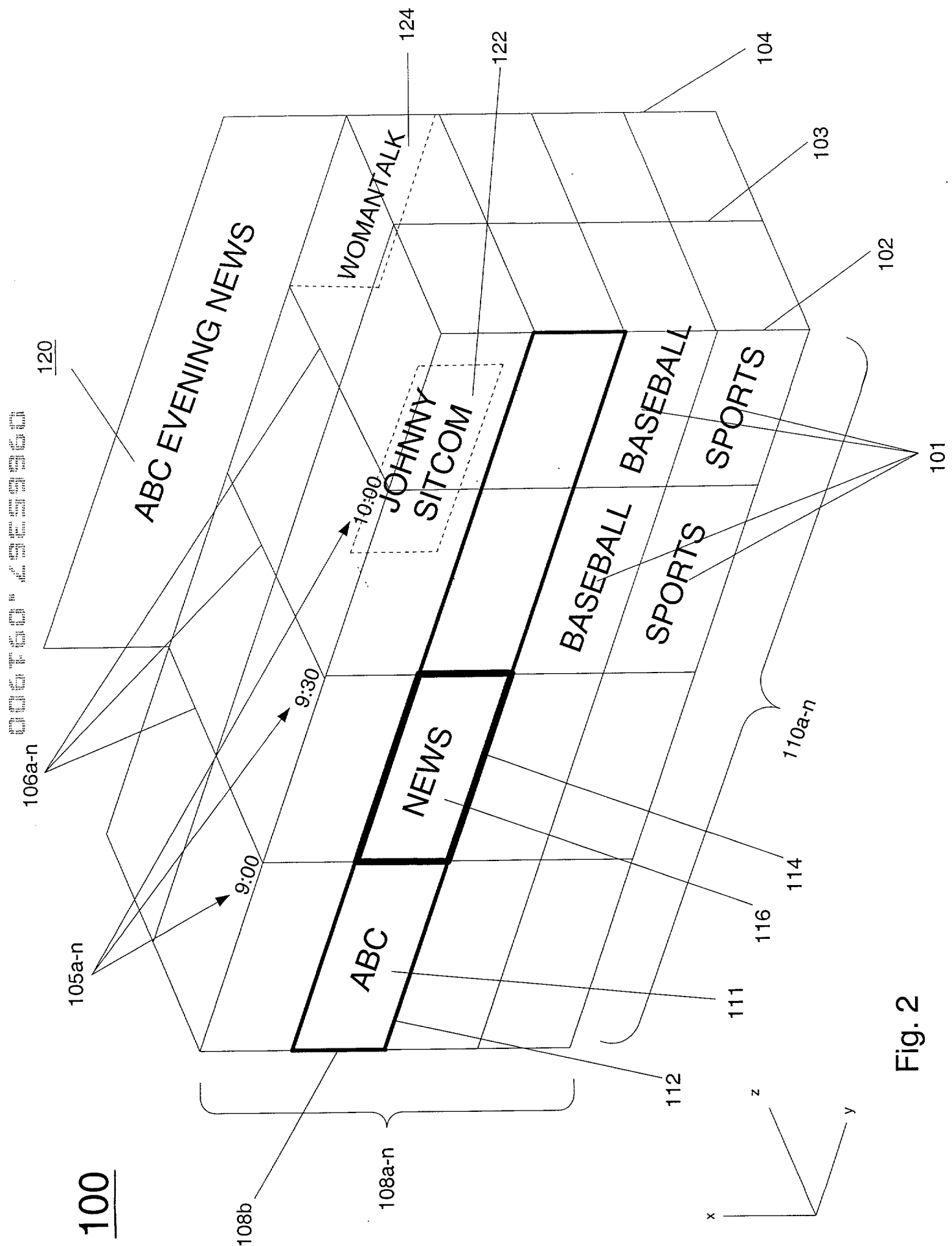


Fig. 2

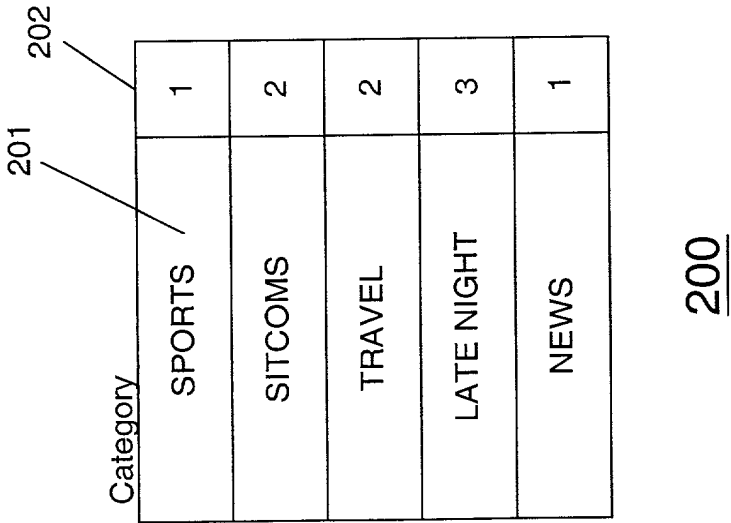


Figure 3

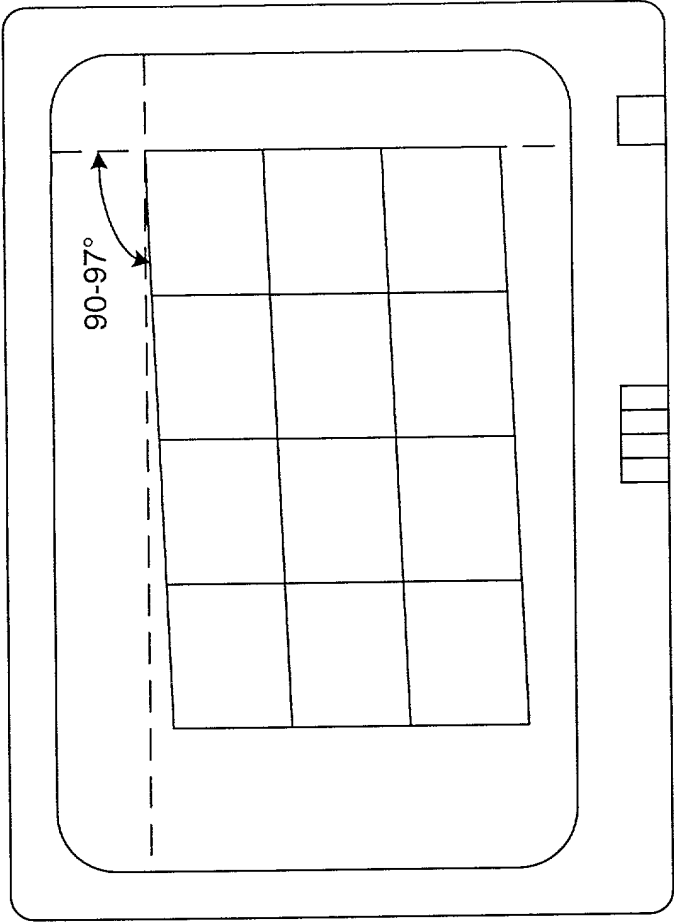


Figure 4

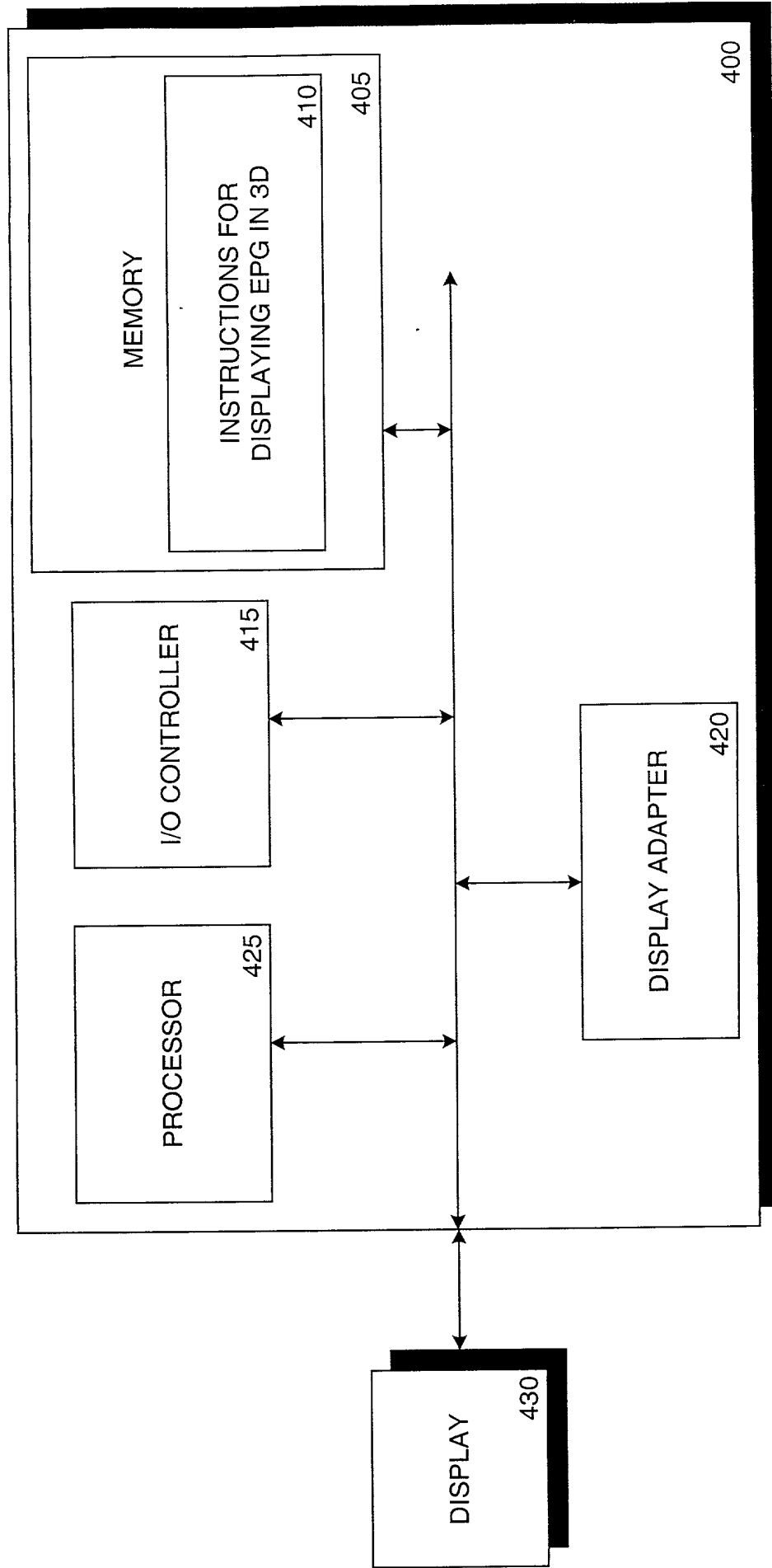


FIG. 5